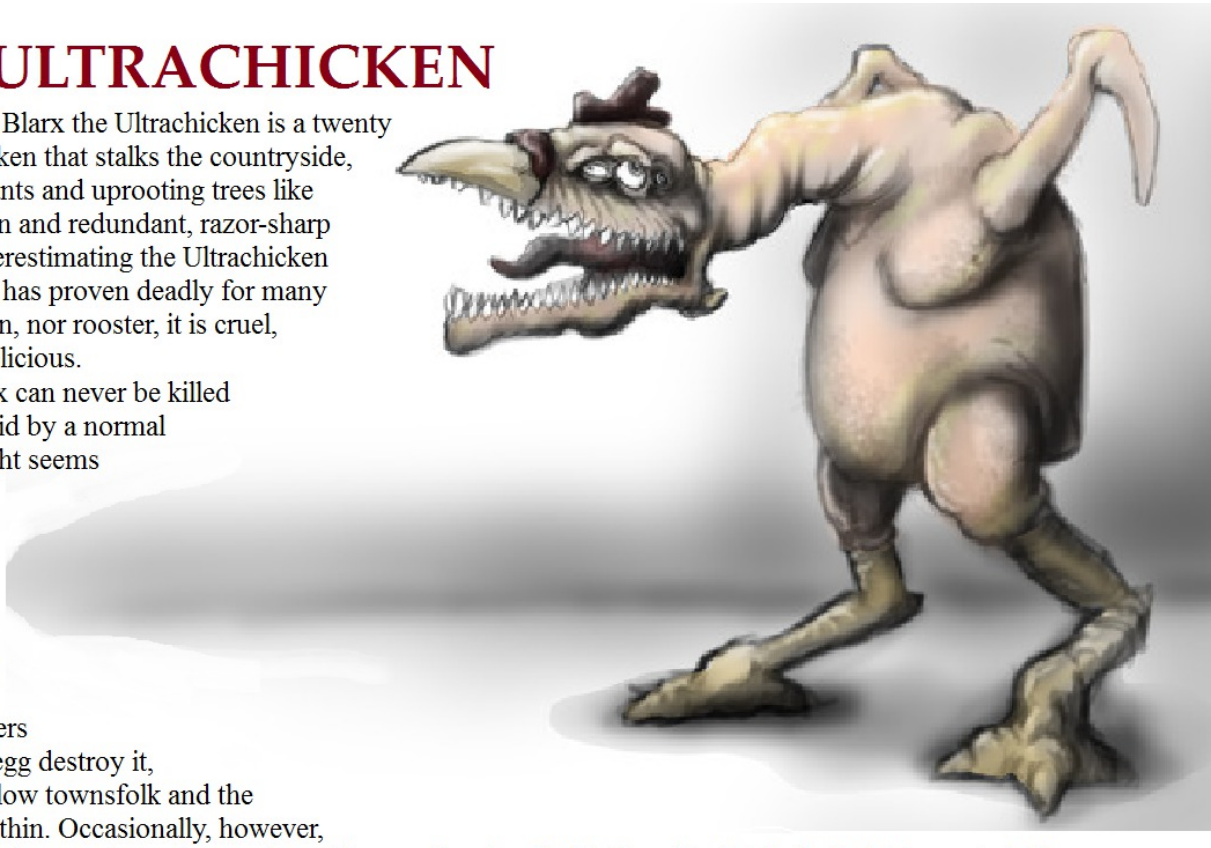
BLARX, THE ULTRACHICKEN



As much a curse as a living being, Blarx the Ultrachicken is a twenty foot tall, six-eyed, featherless chicken that stalks the countryside, devouring rabbits as if they were ants and uprooting trees like thin reeds. With thick, leathery skin and redundant, razor-sharp teeth lining its massive beak, underestimating the Ultrachicken because of its comical appearance has proven deadly for many an arrogant adventurer. Neither hen, nor rooster, it is cruel, savage, and some claim, utterly delicious.

Fowl Magics. In truth, Blarx can never be killed completely. Every 666,666th egg laid by a normal chicken arrives coal black. The light seems to shy away from this loathsome ovum, which has no sheen and casts no shadow. A sighting of the "Dark Egg" is considered a bad omen for the village it surfaces in, signaling dead harvests, stillborn livestock, and a year of bad luck. Most farmers who come into possession of the egg destroy it, fearing repercussion from their fellow townsfolk and the wrath of the tiny beast growing within. Occasionally, however, a broody hen will incubate the egg in secret, or a desperate and hungry farmhand will allow it to hatch for its high meat yield.

Squawking Scourge. If permitted to hatch, the black egg produces a six-eyed chick with obsidian feathers, which devours its broodmates as it grows at an uncontrollable rate. Eventually, someone will attempt to slaughter the Ultrachicken, a practice which usually ends in the discovery of an eyeless farmhand, screaming and begging for death. Once freed, Blarx will vanish into the wilderness, where its growth starts to outpace its ability to produce feathers, rendering it naked and toughening its hide. When livestock and children begin to disappear from the cursed town, villagers band together in search of the beast, whose dread crows echo through the hills, weakening the knees of all but the bravest chicken hunters. Slaying the monster is small comfort, however, as every settlement visited by the Ultrachicken waits for its eventual return.

BLARX, THE ULTRACHICKEN

Large monstrosity, chaotic evil

Armor Class: 17 (natural armor)
Hit Points: 84 (10d8 + 39)
Speed: 30 ft. (8 in.)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	3 (-4)	10 (+0)	7 (-2)

Skills: Acrobatics +6, Perception +3
Senses: Darkvision 60 ft., Passive Perception 13
Languages: Primordial
Challenge: 5 (2,000 XP)

Dramatic Death: If damage reduces Blarx, the Ultra Chicken to 0 hit points, it doesn't die until the end of its next turn. During its final turn it panics and violently hemorrhages boiling blood. Blarx moves up to its maximum move distance in a random direction. During this move, every creature that comes within 10 feet of Blarx must make a DC 15 Constitution saving throw, taking 17 (2d10 + 6) acid damage on a failed save, or half as much damage on a successful one.

ACTIONS

Multiattack: Blarx, the Ultra Chicken makes three Ultrapeck attacks, or one Murdercrow and one Ultrapeck.

Ultrapeck: *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 5) piercing damage.

Murdercrow: Each creature that is within 120 feet of Blarx and is aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Murdercrow for the next 24 hours.